Blue Max Combat Chart

Combat Values

3	2	1	0	Range
2	3	5	7	**Base Values**
				Modifiers List
--	--	--	--	Short Burst
+1	+1	+2	+2	Medium Burst
+2	+2	+3	+4	Long Burst
+1	+1	+2	+3	Stability A
--	--	+1	+2	Stability B
-1	--	--	+1	Stability C
+2	+2	+3	--	Target Stalled
-3	-2	-1	--	Attacker's Speed 3 or 4
-1	-1	-1	-1	Attacker has single gun
-2	-1	-1	--	Flexible Gunnery (Obs.)
-3	-2	-1	--	Firing with deflection
--	+1	+1	+2	Fired at target last turn
+1	+1	+2	+2	Tailing Target
--	+1	+1	+1	Target at Lower Altitude
-4	-3	-2	-1	Target at Different Altitude

Combat Results

Combat Values

Die #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	--	--	--	B	B	B	B	2B	R	BR	BR	2R	3R	B3R	4R
2	--	--	B	B	B	B	2B	R	BR	BR	2R	3R	B3R	4R	5R
3	--	B	B	B	B	2B	R	R	BR	2R	3R	B3R	4R	5R	6R
4	B	B	B	B	2B	R	R	BR	2R	3R	B3R	4R	5R	6R	7R
5	B	B	B	2B	R	R	BR	2R	3R	B3R	4R	5R	6R	7R	8R
6	B	B	2B	R	R	2R	2R	3R	B3R	4R	5R	6R	7R	8R	9R

Critical Hit Chart

Pilot Killed: Remove the aircraft from the game. If you are using either of the altitude rules, the aircraft goes into a spin until it reaches the ground, at which time it is removed**.**

Fuel Tank Hit: Explodes!: Vapors in the fuel tank have exploded, and the aircraft is destroyed. Remove it from play.

C = Pilot Grazed, Must Do Straight Maneuver Next Turn, 1 Fuselage: The player must choose a maneuver whose direction code is S. Ignore this result if the aircraft's rudder is jammed.

D = Pilot Grazed, Must Do Slower Maneuver Next Turn, 1 Fuselage: The player must choose a maneuver whose speed number is one less than the maneuver he performed in the current turn. If his current maneuver had a speed number of 1, his next maneuver must have a speed number of 1 also. If you are using either of the altitude rules and the current speed number is 1, then roll for a spin. If the aircraft does not spin, the next maneuver must be a 1.

E = One Gun Destroyed, 3 Fuselage: One of the aircraft's guns, chosen at random, is destroyed. Assign a number from one to six to each gun, then roll a die to determine which gun is destroyed. If no gun is destroyed on the first roll, keep rolling until one has been destroyed.

F = Fabric Tears: No Speed Maneuvers Greater Than 2, 3 Wing: The player may not choose maneuvers whose speed number is greater than 2 for the rest of the game.

G = Observer Killed, 4 Fuselage: If the aircraft is a two-seater, the observer is killed. Mark the stand with an Observer Killed chit.

H = Observer Killed, 4 Fuselage: If the aircraft is a two-seater, the observer is killed.

I = Observer Wounded: May Not Fire for 3 turns, 3 Fuselage: The observer may not fire for three turns. The pilot is not affected.

J = Engine Damage: No speed maneuvers Greater Than 2, 1 Fuselage, 2 Engine: The player may not choose maneuvers whose speed number is 3 or 4 for the rest of the game.

K = Pilot Wounded, 2 Fuselage: No restricted maneuvers, no tailing. If a second wound is received, the pilot is killed. If using altitude rules, roll for a spin.

L = Rudder Jams: Must Do Left Maneuver for 3 turns, 1 Tail*

M = Rudder Jams: Must Do Left Maneuver for 2 turns, 1 Tail*

N = Rudder Jams: Must Do Right Maneuver for 3 turns, 1 Tail*

O = Rudder Jams: Must Do Right Maneuver for 2 turns, 1 Tail*

*For the number of turns given, the player must choose maneuvers with the correct direction code (L or R) for the number of turns listed. If the player receives another "rudder jams" result while the first is still in effect, he ignores it, but still must apply the hits the result calls for. The rudder stops being jammed after the movement step of the last turn in which the plane has to perform an L or R maneuver.

P = Fabric Tears: No Restricted Maneuvers, 4 Wing: The player may not choose restricted maneuvers for the rest of the game.

Q = Struts Damaged, 1 Wing: The aircraft may not perform restricted maneuvers for the rest of the game.

R = Fire: The aircraft's engine is on fire. Place a fire marker on the aircraft's base. A player whose aircraft is on fire may not tail, fire his guns, or perform restricted maneuvers until the fire is out.

S = Smoke: Smoke is coming out of the aircraft's engine. Place a smoke marker on the aircraft's base. A player whose aircraft is smoking may not tail.

T = Pilot Severely Wounded, 3 Fuselage: No restricted maneuvers. May only do S maneuvers for the rest of the game. If using altitude rules, roll for spin, adding 1 to the die roll.

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